Unitar
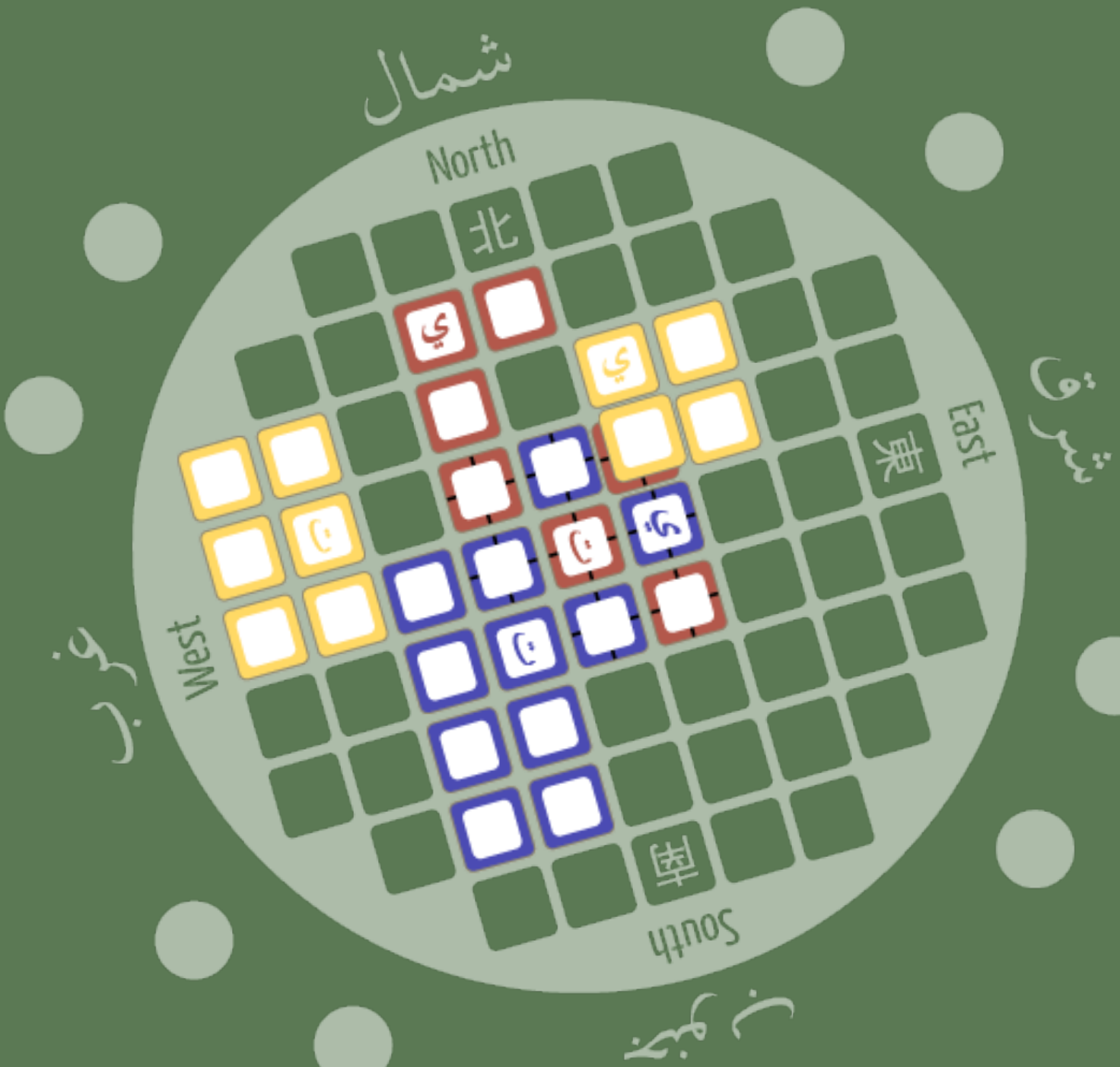
Rulebook

Unitar	Plan, bluff, score – an exciting treat for your brain and eyes, for three players (strategists) age sixteen and older.
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Design:	Andreas Seifert
Playing time:	approx. 60 minutes

Objective Plan, bluff, score – who will have the most frames on the board at the end of the game?

Equipment The equipment consists of
* a playing field
* 3 controller boards
* 3 u-shaped controller markers and 2 position markers for each player (yellow, blue and red)
* 3 master stones "uni" and 2 master stones "tar" (in yellow, blue and red)
* 27 additional stones
* 32 frames for each colour (yellow, blue and red): 11 frames (unmarked on the front and marked with "III" dashes on the back) and 21 additional frames (marked "I" on the front and "II" on the back)
* 1 counter stone

The idea of the game At the start, all three players have got eleven frames of their colour on board. In each of the coming eight rounds, you will try to make clever moves with the help of your controller - with one aim: To have more frames of your colour on the board in the end than your opponents.

However, you will only be able to make your moves, if you connect your strategy with those of your opponents. In each round you will have to figure out, what they are planning. Only if there is a correspondence between your move and the moves of your opponents, it can be executed.

Preparation Place the board on the table. Each player gets one controller board, and the set of controller markers and position markers of the colour she chooses. Furthermore each player gets eleven stones, including the two master stones of their colour, on which she places the eleven frames of her colour, unmarked side up.

**Playing field** The playing field consists of:
* 69 squares,
* directions north, south, west, east marked on each side for navigation,
* 8 counting fields on the margin for marking the progression of rounds

Controller board With the help of their controller board, players set up the moves they intend to do. The controller board has got four areas:

1) a representation of the playing field, the mini-board, on which players indicate the position of their blocks for the first round and three fields for determining the three parameters of a move:
2) for the choice of "colour" on the lower left of the board
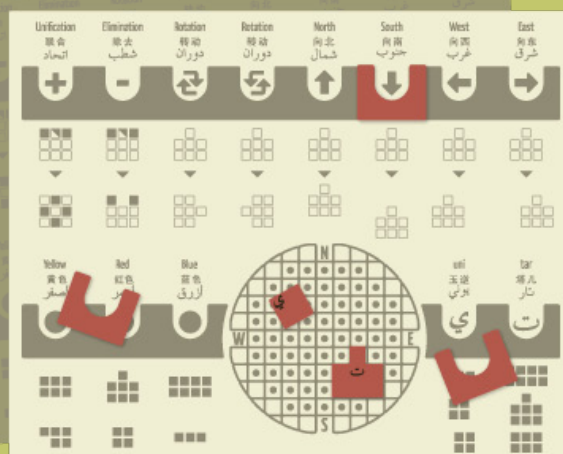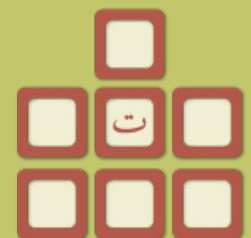3) for the choice of "master stone" (uni/tar) on the lower right of the board

Unitar

شمال
North
北

West 西

East 東

South
جنوب

Counter stone

Playing Field
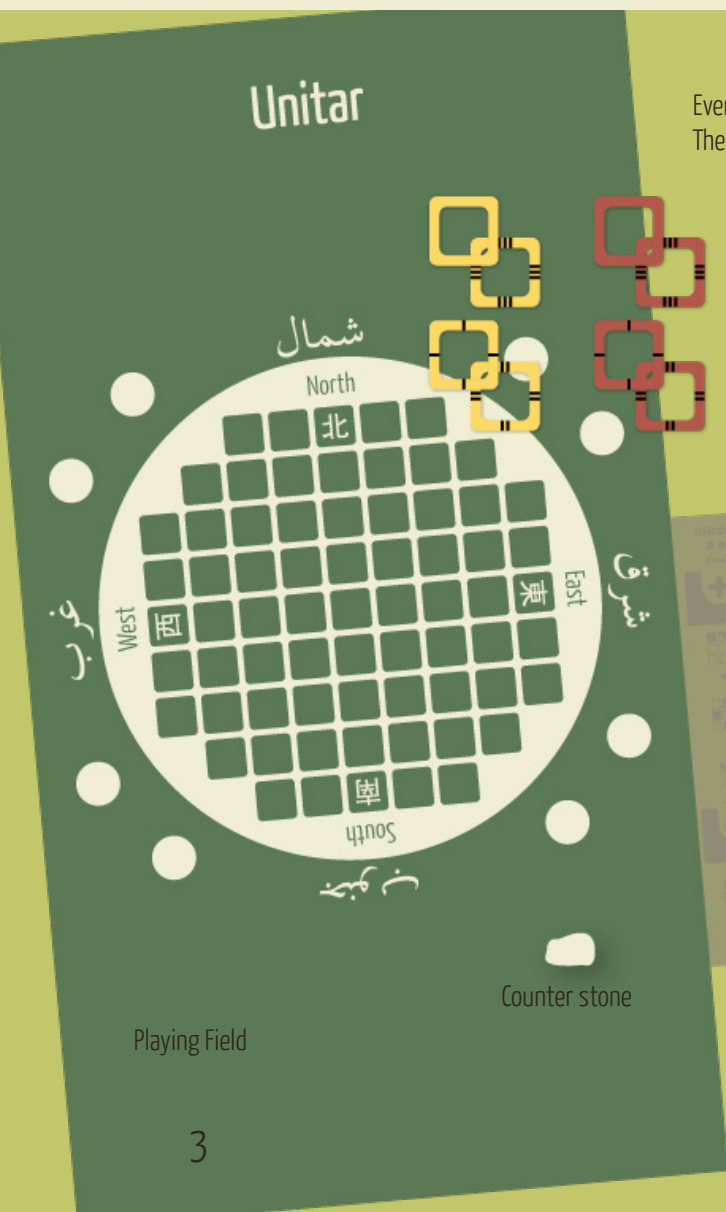
Every stone carries a frame on top.
There are two type of frames for every colour.

ي ي ي
ت ت ت

There are two master stones for every colour: One Uni, one Tar. They are the centers of the blocks.

Stones with frames, groupes on blockes

Every player has a controller board, three controller markers and two position markers.

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Controller markers and position markers

There are two position markers, which players use at the very beginning of the game only. You place them on the mini-board of your controller to identify the starting position of your frames. Furthermore, each player has got three u-shaped controller markers, which you use to indicate your choice of moves in each round: colour/master stone/action.

Stones and frames

At the beginning of the game, a player has got eleven stones, which carry the frames of your colour. You place them on the playing field according to the choice you make with the position marker on your controller. Note: The colours of the frames are only for counting points of each player.

Blocks and master stones

Throughout the game, the frames on the field are arranged in individual blocks. Each block is identifiable by the marks on its frames (no mark, I, II, or III) and by its master stone. At the onset of the game, every player's frames are arranged in two individual blocks.

For example, the red frames are arranged in a block of four unmarked frames around the red "uni"-master stone, and in a block of seven un marked frames around the red "tar"-master stones. Analogously, the blue frames are in blocks of 3 ("uni") and 8 ("tar"), and the yellow frames in 5 ("uni") and 6 ("tar").

Every move you choose to make with your controller influences the whole block of frames around a master stone. As the game progresses, the size of the blocks will change by way of two particular moves players can make, i.e. "elimination" or "unification".

Counter stone

The counter stone indicates the succession of rounds on the margins of the playing field. After each round, you move it on one step from north-northeast to north-northwest.
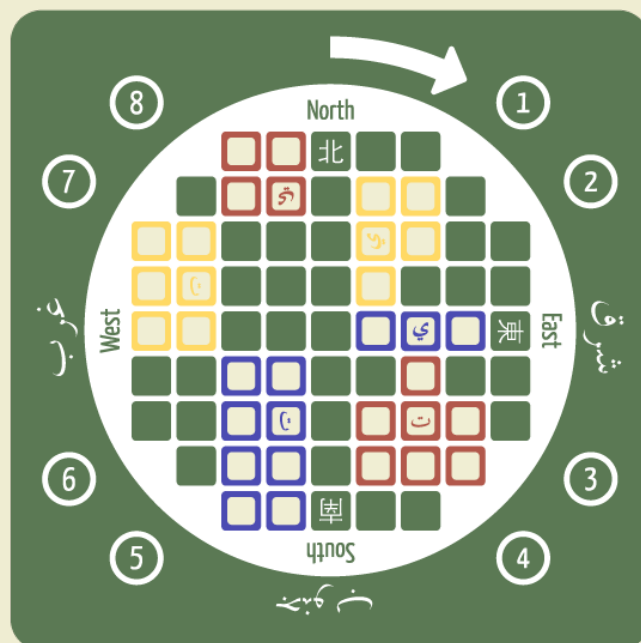
Movement of the counter stone
from round to round

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Chose a starting position

On the mini-field in the centre of you controller board, choose the starting position of your frames, using the two position markers of your colour.

Chose a colour

On the lower left, with the one of your controller marker choose the colour of the master stone in the block you want to control.

Chose a master stone

On the lower right, with one of your controller marker choose the name of the master stone in the block you want to control, whether "uni" or "tar".

Chose an action

With the third controller marker, you can choose from one of eight actions you want to perform with the block.
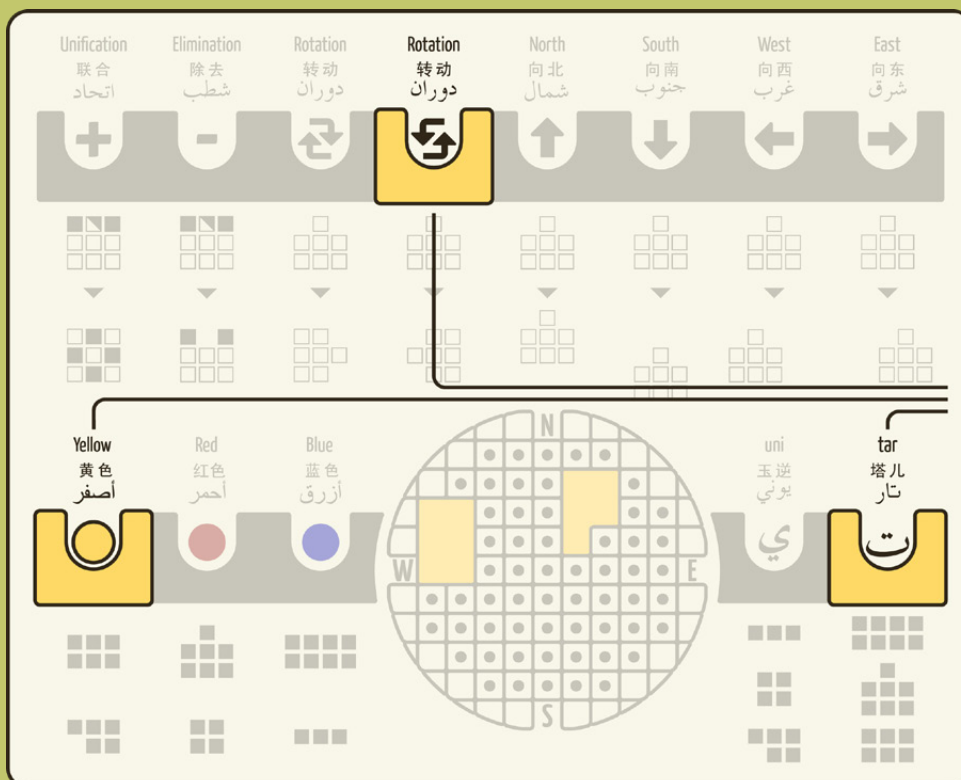
Controller board with two position markers and three controller markers

The example shows the choice of Yellow-Tar-Rotation (anti-clockwise) set by the three controller markers

Actions 1 and 2: **Unification and Elimination**	These options change the number of frames on the playing field. They are only available, if there are one or more stones of two blocks overlapping.
Actions 3 and 4: **Rotations**	Choosing one of these actions, you rotate the block you have chosen by 90 degrees around the master stone.
Action 5 to 8: **Shifts (north, south, west, east)**	Choosing one of these actions, you shift the block you have chosen in one of the four directions on the board. A block can only be shifted in one of these directions, if none of its stones lie outside of the playing field after the move.

How to play <u>The start</u>

Unitar is played with a set-up round and eight subsequent rounds, in which you try to maximize the number of your frames and minimize those of your opponents. This you can do by shifting blocks on the playing fields in order to create overlaps between blocks, and by then eliminating stones or unifying blocks.

Each round has got two phases: The covert phase, in which the planning takes place secretly on your controller; and the open phase, in which choices of all three players are revealed and compared, and moves are executed on the board. After all moves of a round have been executed on the playing field, you move the counter stone and start with the covert phase of the next round.

Determining starting positions

Covert:	Take your controller and your position markers. Place the markers on your mini-board to determine the position of your two blocks.

Open:

Once all three players have made their decision, you all reveal your choices. In turn, the yellow, the red, and the blue player put their stones and frames on the playing field, according to their choices. If the red player has to put down her stone and frame on the same field as the yellow player, she simply positions her stone with the red frame on top of the stone with the yellow frame.

covert

open

Controller Board

Playing Field
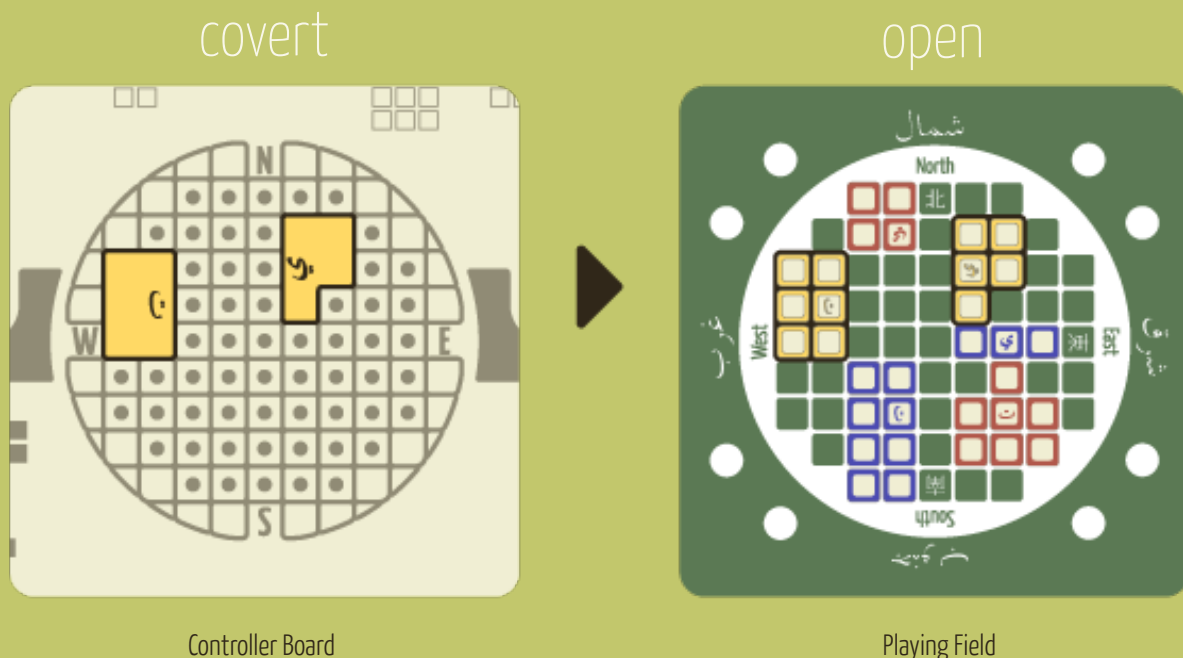
Example

Starting position and overlaps

Martin chooses yellow. He puts his "tar"-block in acwesterly direction and his "uni"-block in a north east- erly one. Since the blue player Sami accidentally puts his "tar"-block on some of the same squares, you get an overlap: Two blue stones are covering two yellow stones. Note: While overlaps are important for making moves in the game, which colour is on top does not matter.

Making a move

Making a move means that you choose a block and let it perform an action. All three players can control any of the blocks of the field. To plan your move, you first mark your choice on the controller board. Box 1 below explains, what options you have. In order for you to be able to execute your move, you then have to find agreements between your choice and those of your opponents.

Covert:

After assessing the situation on the playing field, players place their three controller markers on their controller board.

Open: All players put their boards on the table. Each one of you can execute the move you have planned, if at least two parameters you have chosen (colour, master stone, action) are in agreement with the choices of your opponents. If you have two or more agreements with your opponents, your move is confirmed and you can execute it on the playing field. After all moves have been executed, the round is over. If there are not enough agreements between any of the players, no move takes place and the round is over, too.

Example

Finding agreements

Martin placed his controller markers on "yellow/tar/rotation (anti-clockwise)". Sami has chosen "tar" too, but other than that, Lin and Sami have chosen different parameters. This means that Martins move will not be executed.

Lin has chosen "red/uni/shift south". There is only one agreement, so her move too cannot be executed.

Sami has chosen "red/tar/shift north". This means that he has got one agreement with Martin and Lin each, red and "tar". This means that Sami can execute his move.

PLAYER		COLOUR	UNI / TAR	ACTION
MARTIN	✖	🟡	تـ	⮃
LIN	✖	🔴	ي	⬇
SAMI	✔	🔴	تـ	⬆

Illustration shows the three player's choices and highlights where their choices are in agreement

Unifying blocks

One of the two actions that change the number of frames on the field is "unification". You can choose to unify two blocks on the field that have overlapping stones. Through unification, two blocks become one and share their colours evenly. Unification is generally beneficial for the player whose frames are in the smaller of the two unified blocks.

Covert:

With your controller markers, you choose a colour, a master stone and the action "unification".

Open:

Your move is confirmed, when two or more of the parameters your opponents have chosen correspond with your parameters. If there is an overlap between the block you have chosen and another block, the unification of blocks can take place.

In order to unify two blocks, take the frames off the stones of the bigger block first. and line them up on one side of the playing field. Take the frames off as you read a text: Start with the northernmost line of frames in the block, taking the frames off from west to east, then proceed with the lines below.

Now take off the frames of the smaller block and line them up on the other side of the playing field. Again, in taking off the frames, proceed as you read a text.

Subsequently, of the two blocks' overlapping stones, remove the upper ones from playing field. You are left with stones of the new block now.

Start putting the frames lined up at each side of the playing field back on the stones of the new block. First pick one frame of the former larger block, then of former smaller block, and so on. Again, in putting the frames on, proceed as you read a text. For a visual aid to unifying blocks, see below.

Example

The player executes the move "blue/uni/unification", unifying the block, which contains the blue "uni" master stone, with the overlapping block, which contains the red "tar" master stone.
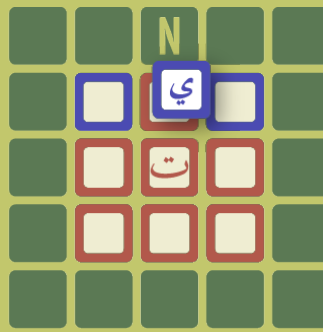
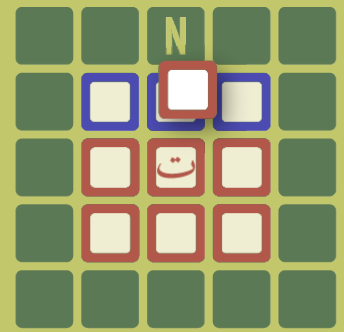Frame count before

11 11 11

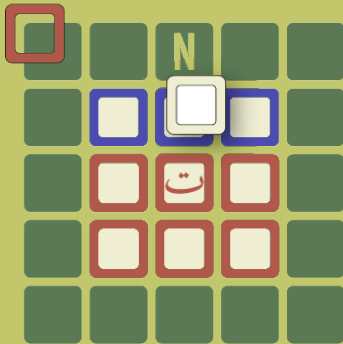Frame count after

11 9 12

Initial action:
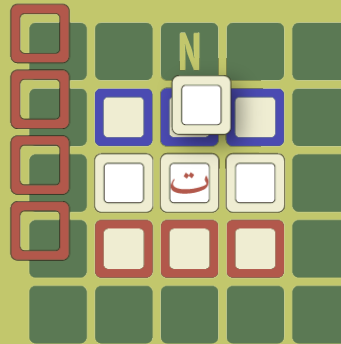**A player has shifted the smaller blue block onto the larger red block.**

When blocks are unified, the share their colours. To do that, proceed as follows:

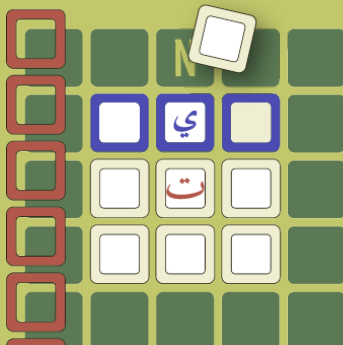1) Where stones of the two blocks overlap, put the stones of the larger block on top.

2) Take the frames off all the stones of the larger block and line them up one the left margin of the playing field.
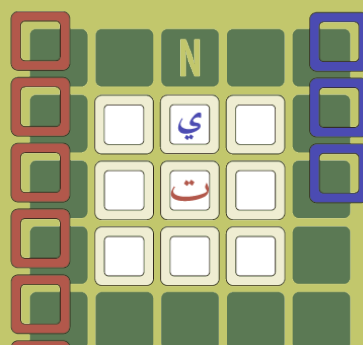
3) Take the frames off as you read a text: Start on the northernmost line from west to east, then proceed with the lines below.
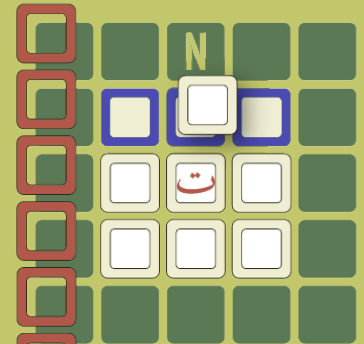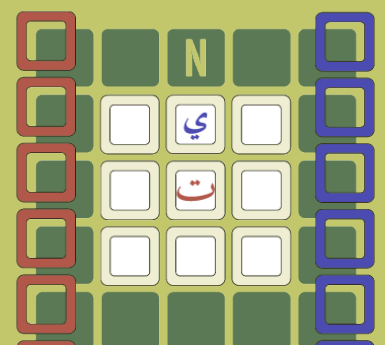
4) Proceed until all frames of the larger block are lined up on the margin.

5) Now remove fre frameless stones of the larger block that are overlapping with the smaller block.

6) Take the frame off the stones of the smaller block and line them up on the right margin of the playing field. Again, start north-west and proceed southeast.

7) If necessary, double the frames of the smaller block on the margin of the playing field.
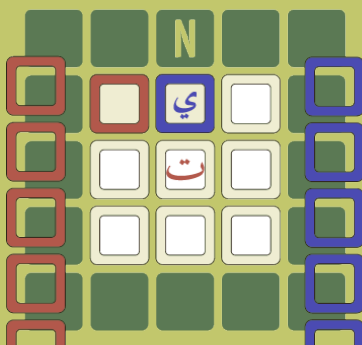
8) In turns, put the frames back on the remaining stones, starting with a frame of the larger block. Again, proceed as you read, from northwest to
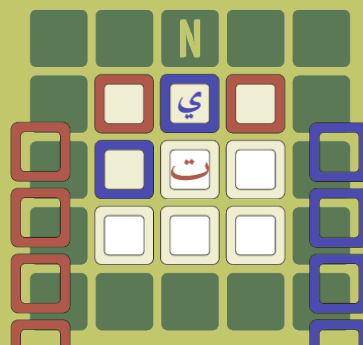
The new block has got a chequered pattern, sharing the colours of the two old blocks. It also has two master stones now, with which to control it.
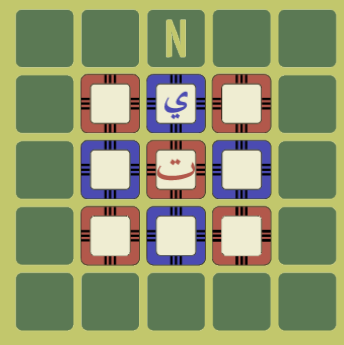
In order to be able to clearly identify the new block, you can choose to use identically marked frames, "III" in our example. Take them from the supply of frames.

Eliminating blocks

The other action changing the number of frames on the field is called "elimination. You can eliminate stones from any two blocks that are overlapping.

Covert:

With your controller markers, you choose a colour, a master stone and the action "elimination".

Open:

Your move is confirmed, when two or more of the parameters your opponents have chosen correspond with your parameters. The elimination of the stones can take place.

Take those stones of the block, which you have chosen for making the elimination move, and the stones of the block, which they have been over lapping with, off the board.
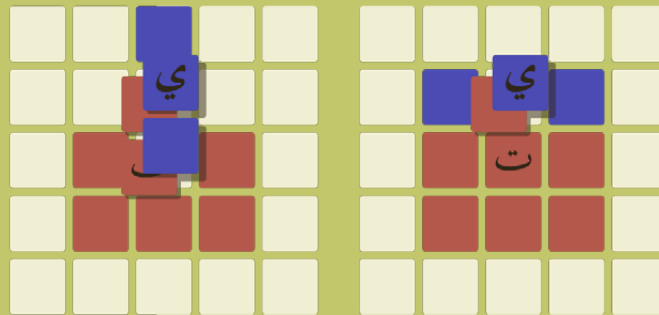
ELIMINATION EXAMPLE

FRAMES COUNT BEFORE

FRAMES COUNT AFTER

-1   -1
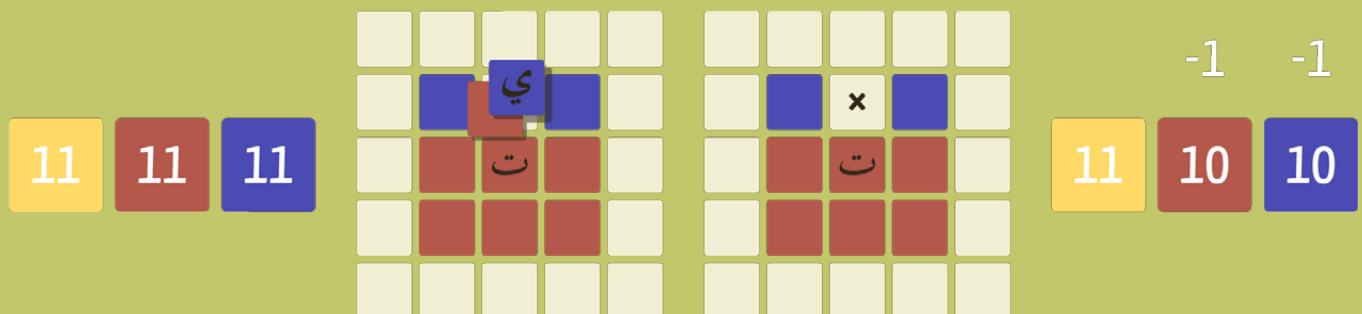
Example

The player executes the move "blue/uni/elimination", erasing the overlapping stones of the two blocks.

ROTATION EXAMPLE

FRAMES COUNT BEFORE

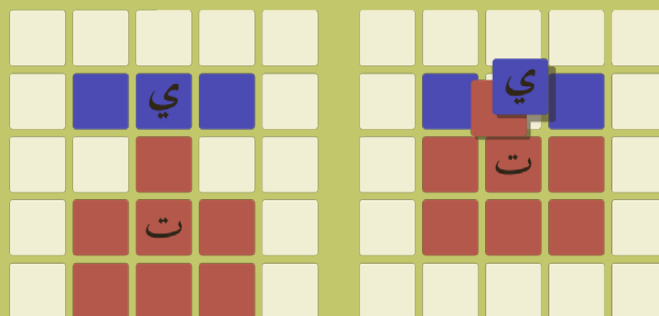FRAMES COUNT AFTER

11 11 11

11 11 11

Example

Rotation

The player executes the move "blue/uni/anti-clockwise rotation". All stones in the block are moved around the blue "uni" master stone as the axis.

DIRECTION EXAMPLE

FRAMES COUNT BEFORE

FRAMES COUNT AFTER

11 11 11

11 11 11

Example

Shifts

The player executes "red/tar/shift north". All stones in the block with the red "tar"master stone are shifted north, without changing the actual number of stones.

Which move comes first?

There are situations in which you have to determine which move should be executed – when more than one player may execute her move or when there is more than one option for an action.

In case two or all players may execute their moves, it is necessary to determine who may do so first. This is done with the help of the control board, and depends on the choice of move that each player has made.

Firstly, compare what actions each player has chosen. From left to right, "unification" beats "elimination" beats "counter clock-wise rotation" and so on. The player who has chosen an action higher in the hierarchy will execute her move first.

RANK BY ACTION

1. 2. 3. 4. 5. 6. 7. 8.
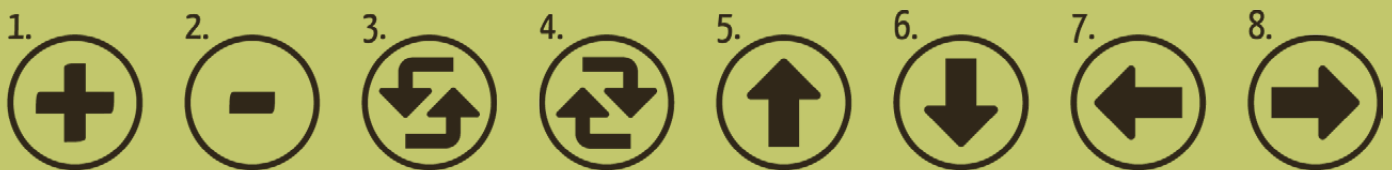
Secondly, if two players have chosen the same action, their choice of master stone determines the order of moves. The player, who chose the master stone which at the beginning of the game belonged to the bigger block, will execute her move first.

In case a block is overlapping two other blocks, when choosing the actions unification or elimination it is necessary to determine which blocks' stones will be unified or eliminated.

RANK BY ORIGINAL BLOCK SIZE

1. 2. 3. 4. 5. 6.

ت ت ت ي ي ي

North
北

West

East
東

South

|		
1. Sami	🔴	�*ي*	⊕
2. Martin	🔵	�*ي*	⊕
3. Lin	🟡	☮	⊖

▼
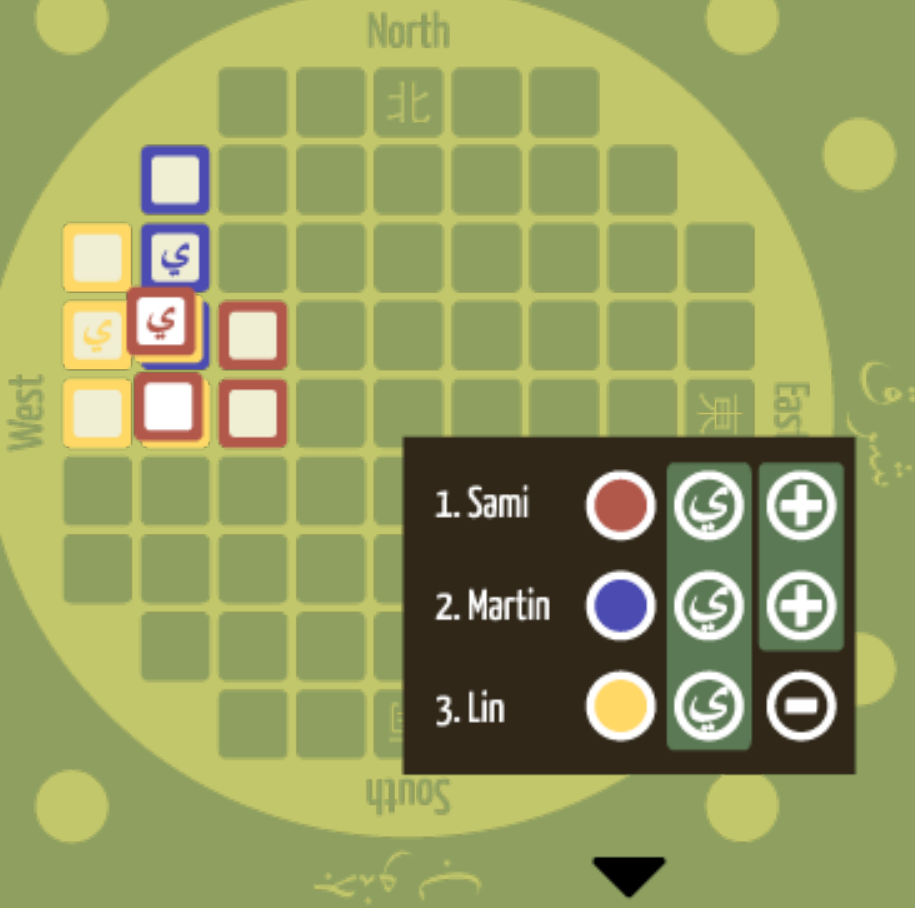
These are the three moves the players want to do. The three moves have corrospondences each, so all of them can be executed. To determine, which player may move first, they first consider the hierarchy of action, where Sam's and Martin's unification move beat Lin's elimination move.
Then the hierarchy of master stones is consulted, where the red uni stone beats the blue uni stone.
Thus the first player will make his move first, followed by the second and the third.

⊕ 🔴 ☮

11	10	11
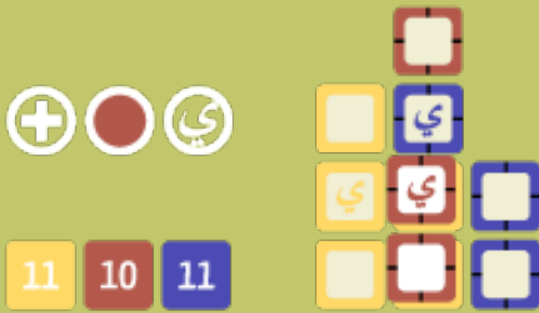
Result of the 1st move

First of all ي and ي are to be unified.

▼

⊕ 🔵 ☮

10	10	10
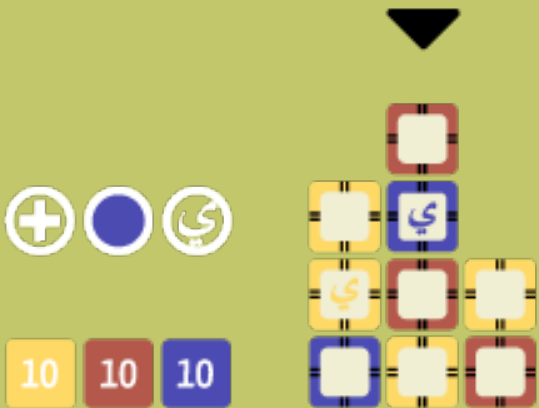
Result of the 2nd move

Secondly, ي and ي are to be unified,

so the unified ي & ي block and ي

are to be unified.

At last the Elimination cannot be executed anymore because after the first two moves ي does not overlap no more.
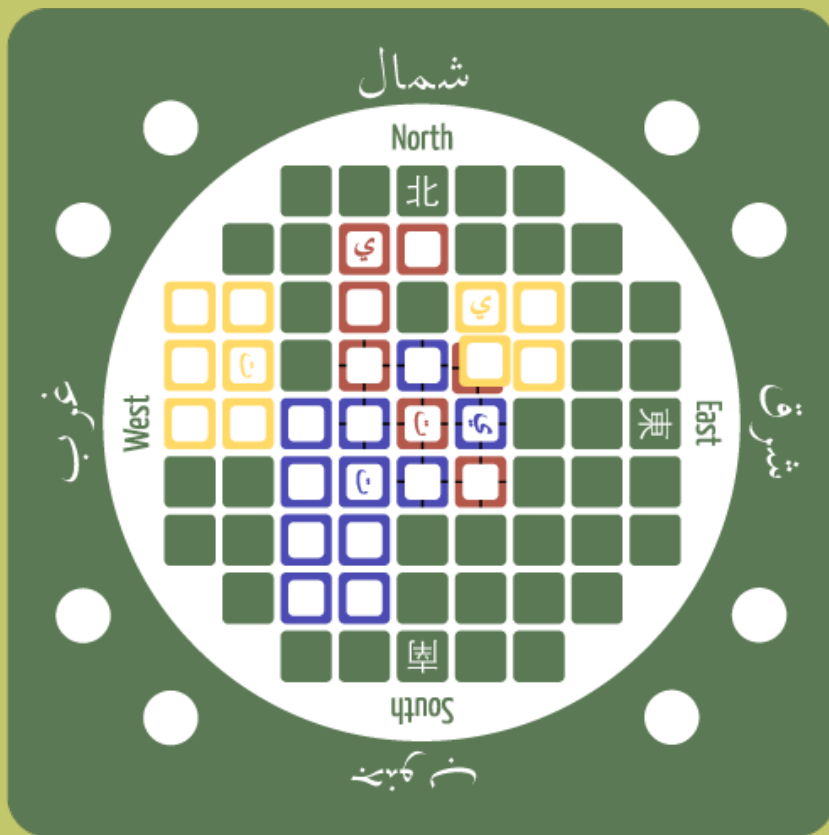
14

The end of the game

The game ends after eight rounds. The player with the most frames in her colour on the board wins.

Example

Martin has got ten frames on the playing field and goes second, Lin goes third with six frames. Sami is the winner, with all eleven of his blue frames still on the playing field. All frames are counted, whether stones overlap or not.

EXAMPLE RESULT

| 10 | 6 | 11 |

FRAMES COUNT

Support

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